UK's OFFICIAL SEGA COMIC

FEATURING ROBOTNIK

SONIC THE COMIC

DO THE TIME WARP

N RETURN OF CHAOTIX!

PLUS ...

KNUCKLES!

SONIC'S WORLD!

DECAP ATTACK! NEW STORY

FA '96 REVIEW! BATMAN Q ZONE! BALLHOG PIN-UP!

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2 FEBRUARY 1996

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FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

If I had finger nails, they'd be bitten to the quick by now as this issue is positively charged with dynamic drama ...

Sonic's imperilled in the past in **Return of Chaotix**, while the present is threatened by the evil Badnik Army in **Brute Force. Nanny Knows Best** in the **Decap Attack** complete story, plus, find out if **Knuckles** has a ghost of a chance against the Spirit of the Herd in **The Graveyard.**

Watch out, there's another **Badnik** about in our centre pages! Plus, there's the conclusion to the **Batman Forever Q Zone.** Also, as promised, Sega are giving away a mega **Sonic & Knuckles Camera** to everyone who has their handywork printed in **Speedlines.** There's plenty to sound off to *STC* about, so send those letters and drawings in and you too could be snap happy! See you in two weeks time (there's a FREE **Sonic Valentine's Card** for you to send to a mega-hume of your choice).

Megadroid

CREEPY COMPO RESULTS!

STC has conjured up the results to issue 64's happening Halloween issue. All you had to do was name the vegetable *commonly* associated with Halloween. The answer was 'Pumpkin' and the following entrants names were plucked from Joshua Morris' attic - Well done (and thanks to all other Boomers who entered the Competition).

25 CREEPY TOWERS WINNERS

Ben Anderson, Stavanger, Norway. **James Ashdown, Tolpuddle, Dorset.** William Burrows, Grantham, Lincs. **Shaun Chadwick, Sutton Coldfield, W Midlands.** Sally Clerke, St Andrews, Bristol. **Sam Fleet, Grimsby, S Humberside.** Joe Gallagher, Nottingham. **Shaun Gallagher, Yaldley, Birmingham.** Adam Griffiths, Weanesfield, Wolverhampton. **Tom Griffiths, Templecombe, Somerset.** Chris Hall, S Glamorgan, Wales. **Timothy Heath, Hythe, Southampton.** Rachel Hendry, Bexleyheath, Kent. **Rachael Hodgson, Shidon, Co Durham.** Sam Hood, Dundee, Scotland. **Tom Hunter, Woodford Green, Essex.** Shannon Kavanagh, Tamworth, Staffs. **Daniel Kay, Malvern, Worcs.** Ross O'Reilly, Newton Abbott, Devon. **Ian Petch, Driffield, E Yorks.** Gina Phan, St Andrews, Bristol. **Jan Ross, Croydon, Surrey.** Bernie Siddall, Coventry, W Midlands. **Kai Bond Sin, Farnham Common, Bucks.** Craig Stewart, Tynemouth, Sunderland.

30 CREEPY CAN WINNERS

Richard Davis, Dyfed, Wales. **Ross Ducker, Sheffield, S Yorks.** Tom Nathan Farre, Buckhurst Hill, Essex. **Ryan Field, Colchester, Essex.** Bryan Gale, Nr Camberley, Surrey. **Oliver Grant, Frettenham, Norwich.** Alex Halford, Derby, S Yorks. **Michael Harkness, Newcastle-upon-Tyne.** Joe Harrison, Cirencester, Glos. **Cormac Holohan, Mitcham, Surrey.** Ross House, Chalfont St Peter, Bucks. **Stephanie Jones, Burton-on-Trent, Staffs.** Richard Knight, Folkestone, Kent. **Tia Kowell, Blackheath, London.** Fung Lam, Mid Glamorgan, Wales. **Matthew Lamba, Leicester.** C Lazenby, Torquay, Devon. **Jasmine Legg, Leeds, S Yorks.** Conal McBride, Newry, N Ireland. **Conor McCarthy, Belfast, N Ireland.** Ricky Millar, Coventry, W Midlands. **Bobby Murray, Belfast, N Ireland.** Adrian Parker, Barrow-in-Furness, Cumbria. **Robert Parkhouse, Newton Abbott, Devon.** Terence Pearce, Halifax, W Yorks. **James Power, Mill Hill, London.** Richard Rout, Hull, N Yorks. **Thomas Stanton, Walthamstow, London.** Luke Toms, Harrow, Middlesex. **Gemma Wouters, Rochester, Kent.**

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SEGA CHARTS COMPILED BY GALLUP

ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	NEW	FIFA SOCCER '96
2	●	MICRO MACHINES '96
3	↓	MORTAL KOMBAT 3
4	↓	FIFA SOCCER '95
5	●	MICKEY MANIA
6	↓	PGA TOUR GOLF 3
7	RE	MICRO MACHINES 2
8	RE	THEME PARK
9	RE	SONIC AND KNUCKLES
10	RE	SONIC THE HEDGEHOG 2

MEGA-CD

1	↑	SOULSTAR
2	RE	ETERNAL CHAMPIONS
3	↑	EARTHWORM JIM
4	↓	GROUND ZERO TEXAS
5	↓	BRUTAL: PAWS OF FURY
6	↓	MICKEY MANIA
7	RE	SEGA CLASSICS
8	↓	NBA JAM
9	↓	WORLD CUP USA '94
10	RE	SNATCHER

MASTER SYSTEM

1	↑	MICKEY MOUSE 2
2	●	ROBOCOP V TERMINATOR
3	↓	SONIC THE HEDGEHOG
4	●	JAMES POND 2 - ROBOCOD
5	RE	STREETS OF RAGE
6	↓	THE LION KING
7	NEW	ECCO
8	●	ASTERIX AND THE SECRET MISSION
9	RE	SONIC THE HEDGEHOG 2
10	↓	JUNGLE BOOK

GAME GEAR

1	↑	STAR TREK: GENERATIONS
2	↑	SONIC CHAOS
3	↑	THE LION KING
4	RE	DRAGON: THE BRUCE LEE STORY
5	↓	STRIDER 2
6	↑	SONIC DRIFT RACING
7	↓	FANTASTIC ADVENTURES OF DIZZY
8	RE	DROPZONE
9	RE	SONIC THE HEDGEHOG 2
10	RE	CJ'S ELEPHANT ANTICS

SONIC
THE HEDGEHOG
The Return of Chaotix
Part 4
Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELLIE DE'VILLE
THE BROTHERHOOD OF METALLIX HAVE TRAVELLED BACK IN TIME AND CHANGED HISTORY!
NOW THEY RULE PLANET MOBIUS AND THE FEW REMAINDERS OF THE RIGHTFUL POPULATION ARE FORCED TO HIDE BENEATH THE PLANET'S SURFACE.
SONIC AND CHAOTIX ARE TRYING TO FIGURE OUT WHAT TO DO NEXT!
I JUST DON'T BELIEVE THIS!
DOCTOR KINTOBOR, HAVE YOU HEARD OF A BRUTAL DICTATOR BY THE NAME OF DOCTOR ROBOTNIK?
ROBOTNIK? NO... I'D REMEMBER A NAME AS STUPID AS THAT!
DOCTOR ROBOTNIK IS YOU! AT LEAST THAT'S WHO YOU WERE SUPPOSED TO CHANGE INTO... BEFORE THE METALLIXES ALTERED HISTORY, THAT IS!

WAIT A MINUTE ... HOW COME YOU HAVEN'T BEEN AFFECTED BY THIS CHANGING OF THE PAST?
IT MUST BE BECAUSE WE WERE ON THE MIRACLE PLANET. WE WERE ISOLATED FROM THE EFFECT SOMEHOW.
LOOK VECTOR, I DON'T CARE ABOUT ANY OF THIS TECHNICAL STUFF!
ALL I KNOW IS THAT MOBIUS HAS BEEN ALTERED BACK IN THE PAST SOMEWHERE ... WE'VE GOT TO DO SOMETHING!
OMNI ... BOOT YOURSELF UP, OLD FRIEND, I HAVE AN IDEA!
BE RIGHT WITH YOU, VECTOR ...
ZAP!
OMNI-VIEWER, DIDN'T YOU ONCE TELL ME ABOUT HOW IT'S POSSIBLE TO TRACK SOMEBODY TRAVELLING IN TIME?...
SURE ... ANY TIME TRAVELLING LEAVES A CHRONOTRON TRAIL IN THE TIME LINES!
IT'S LIKE FOLLOWING A PIECE OF STRING!

THEN WHAT ARE WE WAITING FOR? LET'S GO INTO THE PAST AND STOP THE BROTHERHOOD OF METALLIX FROM CHANGING...
...WELL, WHATEVER IT WAS THEY CHANGED!
SONIC, WAIT... WE DEVELOPED THIS ANTI-METALLIX DEVICE. JUST ATTACH IT TO THE HEAD!
DOES IT WORK?
NOBODY'S EVER BEEN CLOSE ENOUGH TO FIND OUT!
GREAT...
WISH US LUCK, DOCTOR!
MORE LIKE A MIRACLE!
THE OMNI-VIEWER HURTLES DOWN THE TIME LINES LEADING INTO THE PAST!
AGHH!
AGGGH!
AGGHH!
FOOLISH CREATURES OF FLESH.
DID YOU TRULY BELIEVE THE BROTHERHOOD WOULD LEAVE THE TIME LINES UNGUARDED?

CHAOTIX, ATTACK!
ACTION AT LAST! I WAS GETTING PLENTY SICK OF ALL THE YACKING!
WATCH OUT, MIGHTY, THAT METALLIX NEARLY GOT YOU, YESSIREE-BOB!
HUH, IF HE HAD, AT LEAST I WOULDN'T HAVE TO LISTEN TO YOU ANY MORE, CHARMY!
CREW, TRY TO GET INTO FORMATION...
FORGET IT, VECTOR... WE'VE NO TIME FOR BATTLE PLANS NOW!

RESISTANCE IS FUTILE.
I KNOW... I KNOW... I'VE HEARD THE WHOLE ROUTINE BEFORE!
TRY THIS FOR SIZE...
TAK!
DANGER! DANGER! NEW ENEMIES IDENTIFIED!
BROTHER, NO...
FA-ZAKK!
COOL! IT THINKS THE OTHER METALLIXES ARE ENEMIES... THAT DEVICE MUST ALTER THE METALLIX'S VISUAL INPUTS!
SHEESH, I'M STARTING TO SOUND LIKE VECTOR!
BROTHER, STOP! YOU ARE MALFUNCTIONING!
WHAT ARE WE WAITING FOR? LET'S GO!

HEY, WHAT'S THIS? AN EGG?
PHEW! A ROTTEN EGG!
I GET THE FEELING THIS SHOULD MEAN SOMETHING TO ME...
SONIC! QUICKLY WHILE THERE'S STILL TIME!
UH? OH YEAH... I'M COMING...
DID YOU HAVE TO BRING THE EGG? YEUCHH!
THIS IS IT! THE TIME TRAIL ENDS HERE!

LISTEN, I HEAR VOICES!
HEY, THAT'S KINTOBOR... YEP, I'D KNOW HIM ANYWHERE!
DON'T RECOGNIZE THE WEIRDO WITH HIM, THOUGH!
DR.
KIN
THAT 'WEIRDO', CHARMY, IS ME!
SOR-REE!
READY WHEN YOU ARE, DOCTOR K.
000 MPH
NEXT ISSUE: THE ORIGIN OF DOCTOR ROBOTNIK – AT LAST THE TRUTH CAN BE TOLD!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

FIFA SOCCER '96

Reviewed by Chris Jones

MD MEGA DRIVE

GAME TYPE: SPORT
PLAYERS: 1-4
PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99

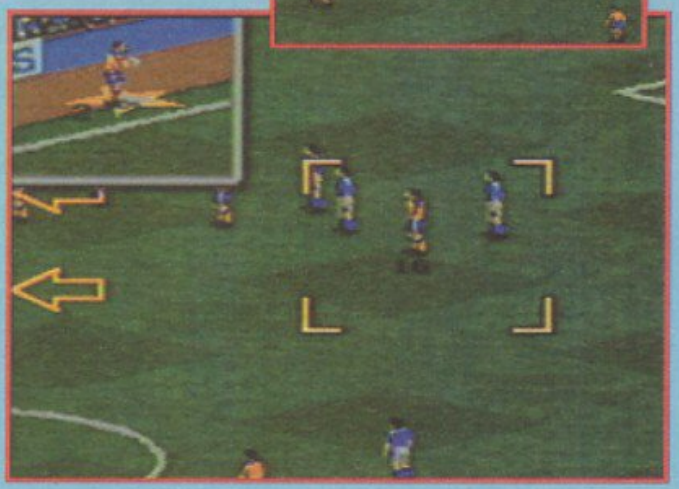
"Goal", "Goal", "Goal", "Goal", is the shout heard as your shot hits the back of the net in **FIFA Soccer '96**. The game is brought to you by those sports sim kings Electronic Arts, and they've given 110% to make the finest soccer game seen on the Mega Drive yet. They have improved the earlier versions and crammed in more options than ever before.

FIFA Soccer '96 drops you right in the middle of the world's most popular game. We already know that its graphics, sound and gameplay create an intense soccer atmosphere - but with its new options you can get even more involved with the game. The new facilities include players that react to different coaching strategies, a 'create team mode' that allows you to assemble your own dream team, and a league creation system that enables you to set up leagues

that mirror 300 international club and country teams. Your players will be accurately rated and characterised to play like their real life counterparts. When you pick Manchester Utd., Eric Cantona will be the real "Ooh", "Aah"!

The game is played on a three-dimensional diagonally sloping pitch with a great stadium atmosphere. The graphics are good and the detail of the animation allows for flying headers, overhead kicks, tricky backheel's, one-two's and volley's. The game is harder than the original versions to master. Computer controlled teams are not a pushover anymore. You need to think football to win. Passing, set-plays and patience are the keys rather than punting the ball down field Wimbledon-style and shooting a goal from 40 yards.

FIFA Soccer '96 also has endless play options. You can choose your strategies and opt for 'Attack' combined with a 'Sweeper' system. You can also have practice sessions with your team where you can set up training drills with attackers against defenders. Finally, there is also a transfer market, so you can attempt to buy success. The only criticism is that teams' strips don't always resemble their real life ones. Arsenal don't play in all red shirts! Also perhaps the gameplay suffers from over-complicating all the different options. However, this is a game worth dipping into the transfer market for. By this I mean transferring it from the shop to your Mega Drive.



FINAL COUNTDOWN

RAVES
Soccer magic!

GRAVES
Not just a game about 22 men and a ball!

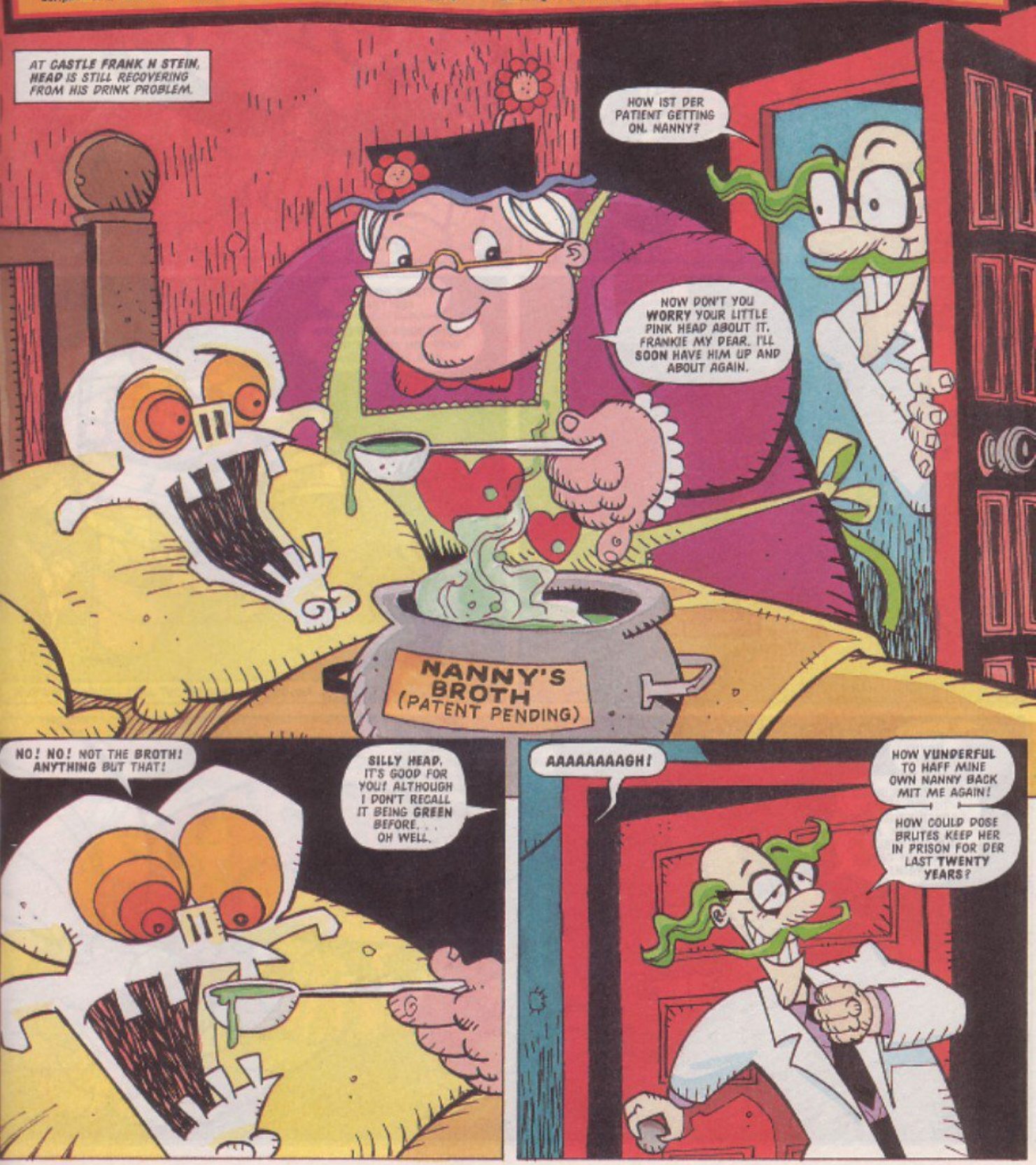
GRAPHICS	95
SOUND	95
PLAYABILITY	80
OVERALL	90

Decap Attack

NANNY KNOWS BEST

COMPLETE STORY

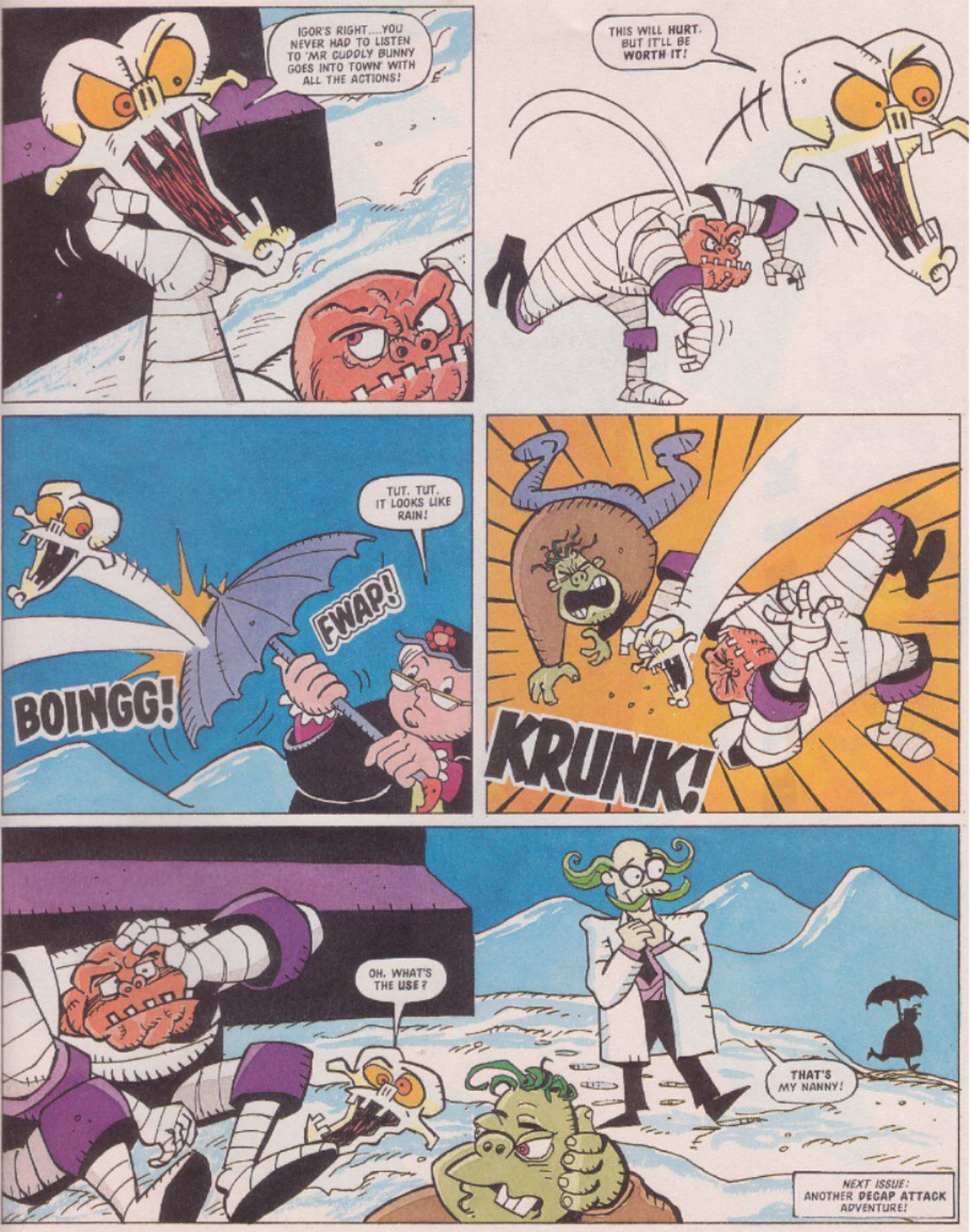
Script: NIGEL KITCHING & RICHARD RAYNER Art: NIGEL KITCHING Lettering: TOM FRAME

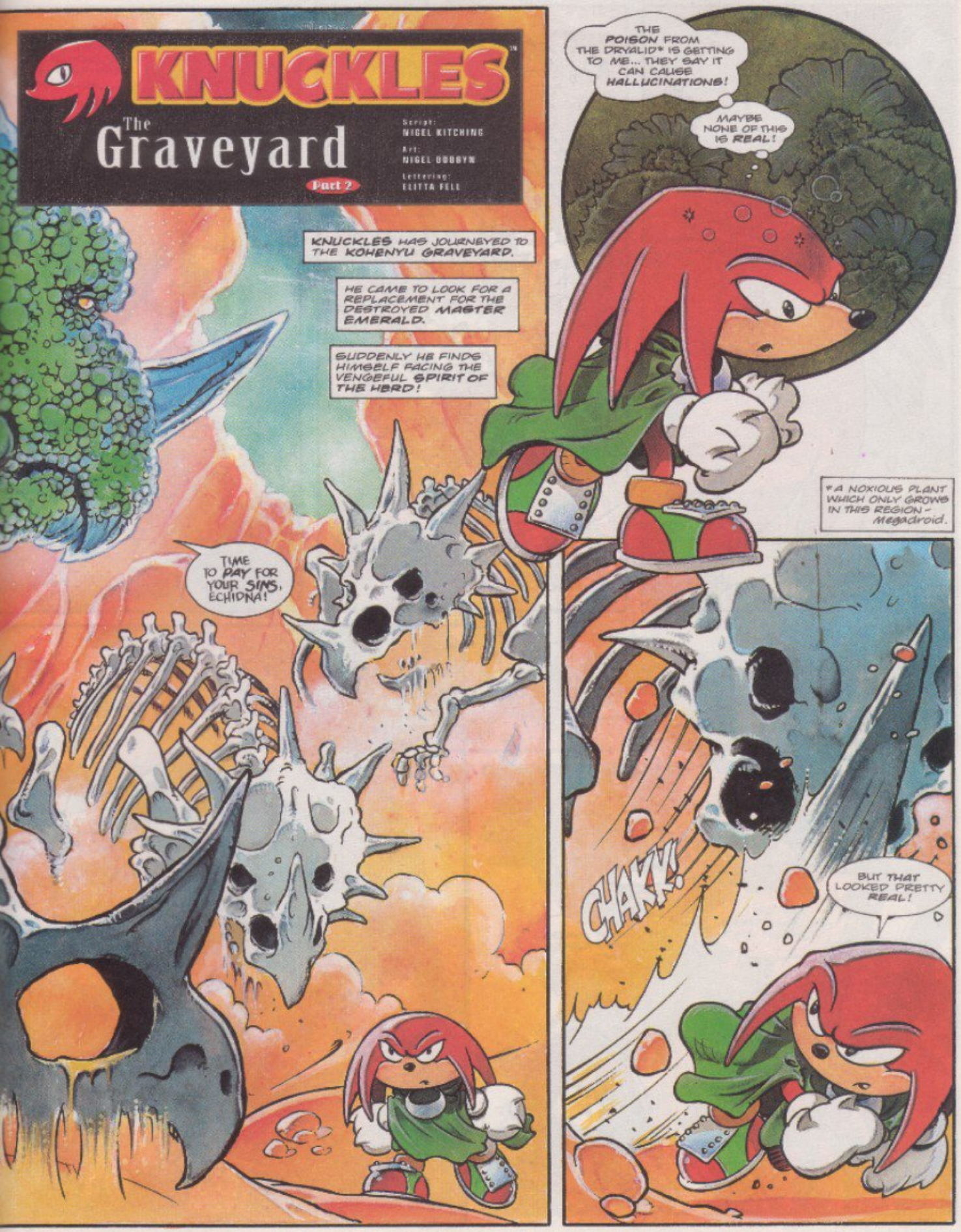

AT CASTLE FRANK N STEIN, HEAP IS STILL RECOVERING FROM HIS DRINK PROBLEM.
HOW IST DER PATIENT GETTING ON, NANNY?
NOW DON'T YOU WORRY YOUR LITTLE PINK HEAD ABOUT IT, FRANKIE MY DEAR. I'LL SOON HAVE HIM UP AND ABOUT AGAIN.
NANNY'S BROTH (PATENT PENDING)
NO! NO! NOT THE BROTH! ANYTHING BUT THAT!
SILLY HEAP, IT'S GOOD FOR YOU! ALTHOUGH I DON'T RECALL IT BEING GREEN BEFORE... OH WELL.
AAAAAAAAGH!
HOW VUNDERFUL TO HAFF MINE OWN NANNY BACK MIT ME AGAIN!
HOW COULD DOSE BRUTES KEEP HER IN PRISON FOR DER LAST TWENTY YEARS?

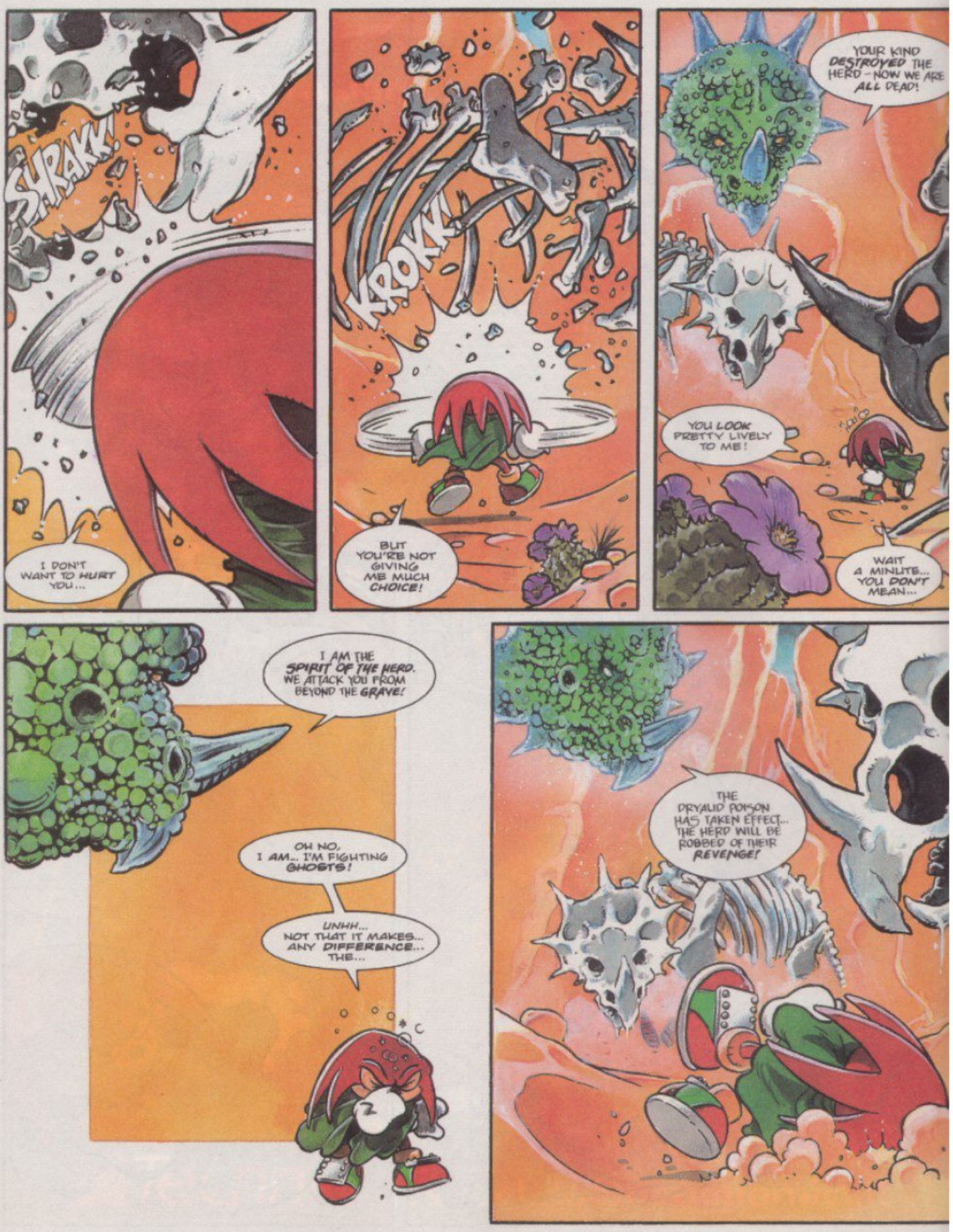
COULD BE BECAUSE SHE POISONED HALF OF THE MID-GLAMORGAN LIGHT OPERATIC SOCIETY.
IT VOS ALL LIES!
I VOS BROUGHT UP ON NANNY'S BROTH UNT IT NEFFER DID ME ANY HARM!
OBVIOUSLY!
HE'S GONE— YOU CAN COME OUT NOW.
THANK GOODNESS FOR THAT.
I STILL DON'T UNDERSTAND WHY YOU LET ME BACK INTO THE CASTLE!
CHUCK WAS THROWN OUT LAST ISSUE—MEGADROID.
I NEED YOUR HELP. . .NANNY HAS TO GO!
SHE MAKES US GO TO BED EARLY. AFTER BRUSHING OUR TEETH. AND NOW SHE PLANS TO PAINT THE CASTLE PINK!

AAAAAIIYEEEE!
WHAT FIENDISH THINGS IS SHE DOING TO HIM IN THERE?
OH NO....IT CAN'T BE! NOT....STORY TIME!
...AND MR CUDDLE BUNNY WENT HIPPITY-HOP, HIPPITY-HOP!
WHAT DID MR CUDDLE BUNNY DO?
NO! I WON'T SAY IT! I WON'T. I WON'T!
KRASHH!
WE'LL SAVE YOU, HEAD.....EVEN YOU DON'T DESERVE THIS!
OKAY, NANNY. PUT DOWN THE BOOK AND NOBODY'LL GET HURT!

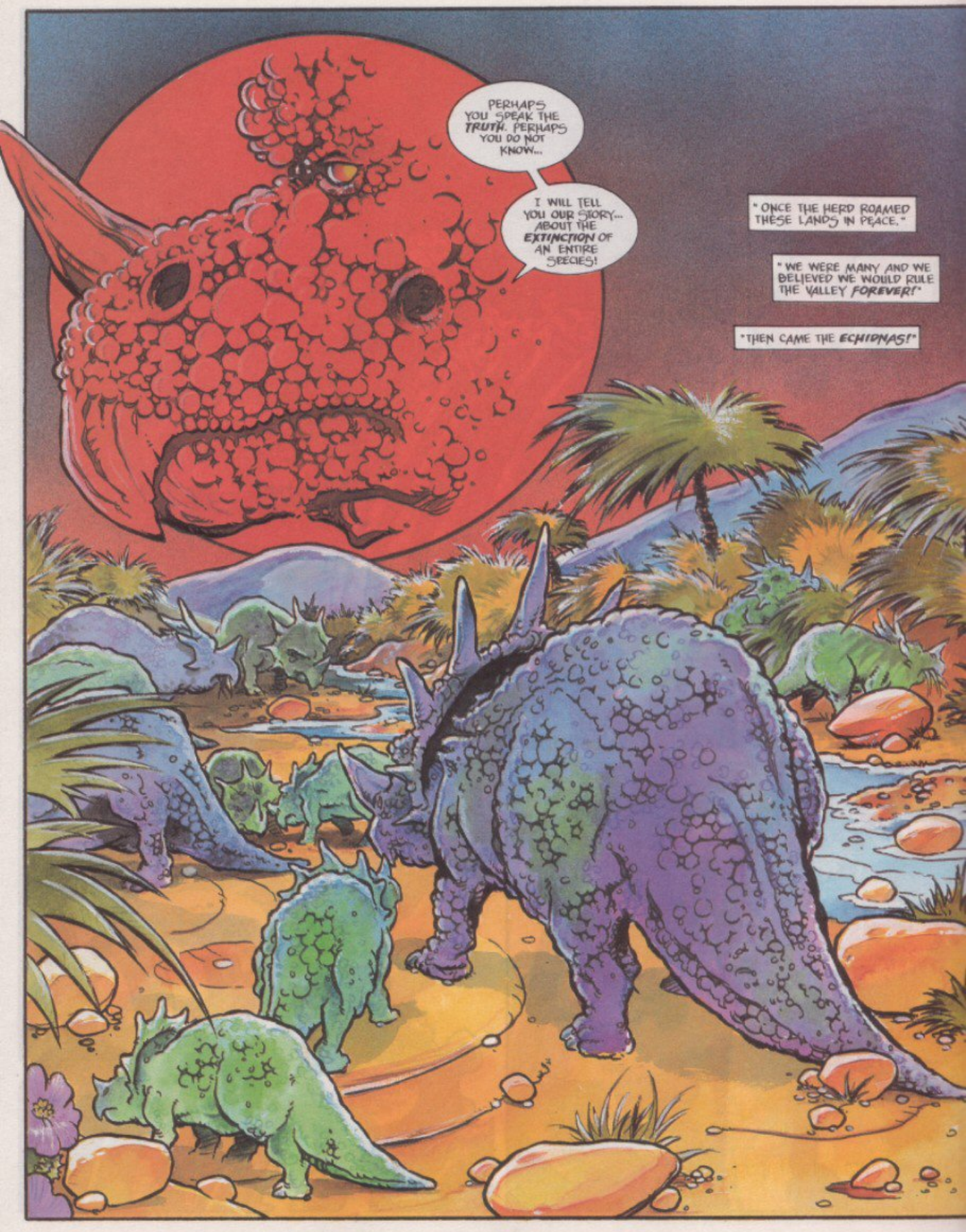
DON'T COME ANY CLOSER! I HAVE THE FULL MR CUDDLY BUNNY SET AND I'M NOT AFRAID TO USE IT!
MR CUDDLE BUNNY AND HIS FLUFFY FRIENDS
MR CUDDLE BUNNY FINDS A HAT
MR CUDDLE BUNNY IN PROVENCE
MR CUDDLE BUNNY IN A BIT OF A DO
SHE....SHE'S NOT BLUFFING!
GET ME OUT OF HERE. SHE'S GOING FOR THE SEQUEL!
LATER...
IT'S NO GOOD! THOSE WICKED BOYS WOULDN'T LET ME READ THEM THEIR BEDTIME STORY.
BUT MR CUDDLE BUNNY VAS MY FAVOURITE!
MR CUDDLE BUNNY GOES TO TOWN
NANNY. DON'T LEAVE ME AGAIN!
NO! I SHAN'T STAY WHERE I'M NOT WANTED!
OUTSIDE...
HERE SHE COMES....
ARE YOU SURE ABOUT THIS? SHE'S JUST A SWEET OLD LADY!
LOOK. SHE'S GOT IT COMING!


IGOR'S RIGHT....YOU NEVER HAD TO LISTEN TO 'MR CUDDLY BUNNY GOES INTO TOWN' WITH ALL THE ACTIONS!
THIS WILL HURT. BUT IT'LL BE WORTH IT!
TUT. TUT. IT LOOKS LIKE RAIN!
FWAP!
BOINGG!
KRUNK!
OH. WHAT'S THE USE?
THAT'S MY NANNY!
NEXT ISSUE: ANOTHER DECAP ATTACK ADVENTURE!


KNUCKLES
The Graveyard
Part 2
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
KNUCKLES HAS JOURNEYED TO THE KOHENYU GRAVEYARD.
HE CAME TO LOOK FOR A REPLACEMENT FOR THE DESTROYED MASTER EMERALD.
SUDDENLY HE FINDS HIMSELF FACING THE VENGEFUL SPIRIT OF THE HERD!
TIME TO PAY FOR YOUR SINS, ECHIDNA!
THE POISON FROM THE DRYALID* IS GETTING TO ME... THEY SAY IT CAN CAUSE HALLUCINATIONS!
MAYBE NONE OF THIS IS REAL!
*A NOXIOUS PLANT WHICH ONLY GROWS IN THIS REGION - Megadroid.
CHAKK!
BUT THAT LOOKED PRETTY REAL!


SHRAK!
I DON'T WANT TO HURT YOU...
KROKK!
BUT YOU'RE NOT GIVING ME MUCH CHOICE!
YOUR KIND DESTROYED THE HERD - NOW WE ARE ALL DEAD!
YOU LOOK PRETTY LIVELY TO ME!
WAIT A MINUTE... YOU DON'T MEAN...
I AM THE SPIRIT OF THE HERD. WE ATTACK YOU FROM BEYOND THE GRAVE!
OH NO, I AM... I'M FIGHTING GHOSTS!
UNHH... NOT THAT IT MAKES... ANY DIFFERENCE... THE...
THE DRYALID POISON HAS TAKEN EFFECT... THE HERD WILL BE ROBBED OF THEIR REVENGE!

UHHHHN... THAT HAS TO BE THE WORST DREAM I HAVE EVER...
OH!
YOU ARE INDEED STRONG, ECHIDNA. YOU SEEM TO HAVE RECOVERED FROM THE POISON.
HEY, I'M HERE! THIS IS THE VERY PLACE I WAS TRYING TO GET TO!
ALL I NEED IS ONE OF THE RAW EMERALDS FROM THIS CAVE... THEN I'LL LEAVE. I MEAN YOU NO HARM!
YOU WILL NEVER LEAVE THIS CAVE, ECHIDNA!
LOOK, I DON'T UNDERSTAND... WHAT'S THIS ALL ABOUT?


PERHAPS YOU SPEAK THE TRUTH. PERHAPS YOU DO NOT KNOW...
I WILL TELL YOU OUR STORY... ABOUT THE EXTINCTION OF AN ENTIRE SPECIES!
"ONCE THE HERD ROAMED THESE LANDS IN PEACE."
"WE WERE MANY AND WE BELIEVED WE WOULD RULE THE VALLEY FOREVER!"
"THEN CAME THE ECHIDNAS!"

"COMPARED TO US YOU WERE SMALL; WE IGNORED YOU."
"WE HAD NEVER SEEN WEAPONS BEFORE."
"IT TOOK YEARS, BUT THE OUTCOME WAS INEVITABLE."
NO WAIT! I KNOW THIS STORY. IT'S PART OF ECHIDNA ANCIENT HISTORY!
CENTURIES AGO WE HUNTED YOU FOR FOOD... BUT WE DIDN'T DESTROY THE WHOLE HERD!
ALTHOUGH THE HERD WAS MANY HUNDREDS, WE HAD JUST 20 MALES. THEY WERE THE SLOWEST...
AND WE KILLED THEM ALL... I DIDN'T KNOW, NOBODY DID!
AND SO YOU SEE, ECHIDNA - YOUR KIND CAUSED THE EXTINCTION OF AN ENTIRE SPECIES!
AND NOW IT IS TIME TO PAY THE PRICE!

NEXT ISSUE: REVENGE OF THE KOHENYU!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

Problem Solver: David Gibbon.

BATMAN™ FOREVER

MD MEGA DRIVE

SPECIAL Part 2

Welcome to the concluding part of *STC's* Bat-File, getting you through the trickier parts of this super-hero action game. Last issue, we left the Dynamic Duo fighting their way through the Criminal Circus. Now, we rejoin them as they come face-to-face-to-face with Two Face!

LEVEL FOUR - TWO-FACE'S HIDEOUT: WAREHOUSE

After breaking boxes, head left to discover a secret area and some rather nice collectables! Now, head all the way back and right. Continue right, fighting past Saboteur and Blackguard, among others. Once you reac the part where there's only a small section of platform fire your Bat rope straight up and climb into the crate above. Go right, jumping across each crate until there are no more available. Next, fly right and you'll pick up an extra life!

Once you're back on the ground, head right. Be careful when you come to the giant crushers. As one comes down, quickly jump up and fly over it! When you reach a room with an overhead switch, jump up to move it. Jump onto the crate that falls, then jump up and grab onto the screw. Head right, move another switch, then jump up and grab onto another screw. You'll now head left. Flick the switch when you come to it, and using another screw, head right again.

Once on the ground, go right, through a door to end. You'll then fight Sugar and Spice, after which you'll meet Two-Face himself. You must kill him quickly

therwise his energy increases; the easiest and best ay is to bend down and keep hitting his legs until he rops.

LEVEL FIVE - RITZ GOTHAM

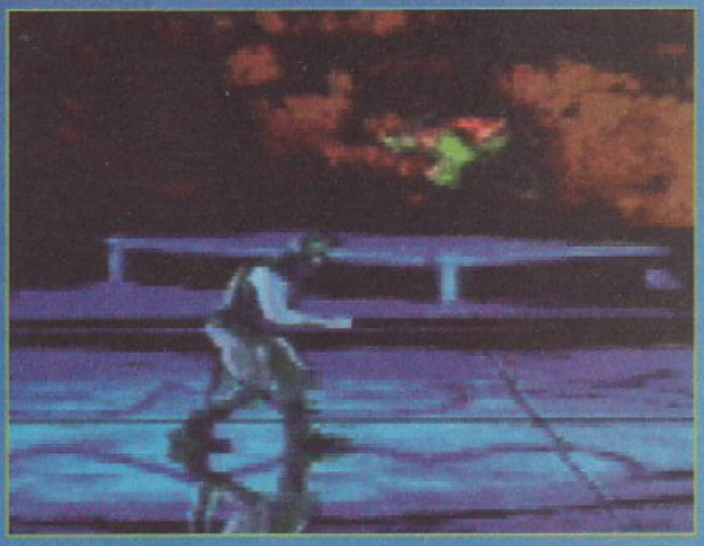
fariy simply level, when you know how!

nsure you drop down the last hole to the right of the evel. If you don't you could be on for hours trying to inish it! Once you're in, make your way across by rabbing onto the screws and flying. Make sure you tay on the left of each platform, however, because the est will collapse! Be warned: some of the baddies on his and future levels have the habit of disappearing! hen this happens, just keep lashing out and hope for he best! Once on the ground, hit the top-left switch o complete the level!

LEVEL EIGHT - CLAW ISLAND

f you've got this far then give yourself a big pat on he back. Only don't get smug as this is the hardest evel in the whole game.

nce inside the brain room you must pass a mental test n order to save Doctor Chase Meridian, which is no asy task! The idea is to swing on the heads that keep oving in and out of the wall. Perfect timing is equired or you'll end up flat on your face. Go round he level touching each green box. Try and get round as ast as possible, otherwise the green boxes will need e-lighting all over again! If you manage to do that,



you then get to grips with the Riddler. After that you must face a giant marshmallow-man look-alike Riddler. If you complete that, you'll have completed the game.

Well done and Holy games playing, Batman!

TOP TIPS

1. **Batman Forever** features collectables throughout the game and in many hidden areas. Ensure you pick these as they provide everything from extra energy to an extra life. For example, try kicking the statues and bushes in Level Two!

2. The game contains secret areas hidden in every single level. Keep searching high and low - there are loads of them to discover! You can even access one while travelling on the lift in level two!

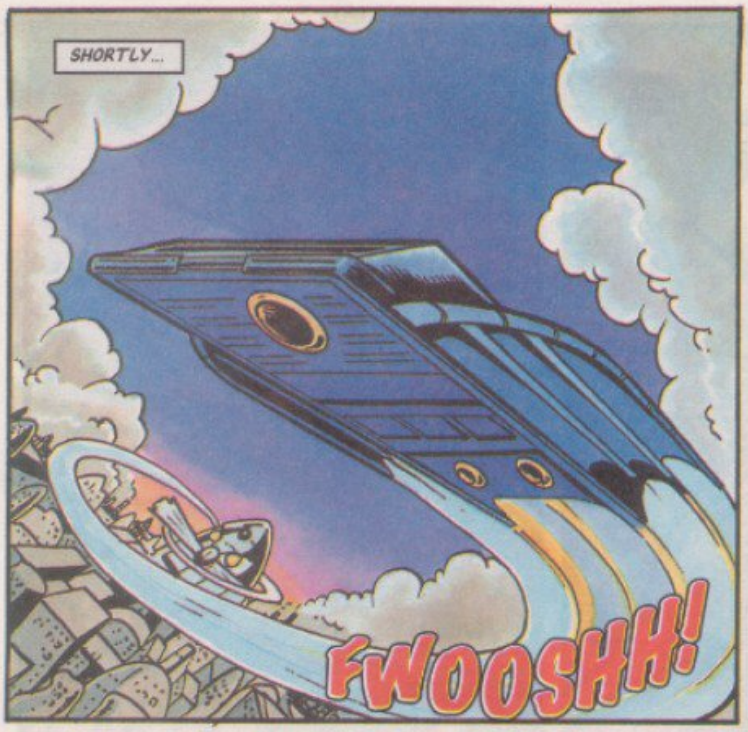
NEXT ISSUE: ***BEAVIS AND BUTT-HEAD.***

COMMANDER BRUTUS, A ROBOT TROOPER PROGRAMMED WITH THE SAME PERSONALITY AS DOCTOR ROBOTNIK, SECRETLY PLANS TO TAKE CONTROL OF PLANET MOBIUS!
HAHAHA! THANKS TO THIS MIND SCANNER I NOW POSSESS A COPY OF GRIMER'S SCIENTIFIC KNOWLEDGE! I CAN BUILD MY OWN BADNIKS!
UHH...
SONIC'S WORLD
Brute Force
Part 2
Script: LEW STRINGER Art: CARL FLINT
Colouring: DONDIE COX Lettering: STEVE POTTER

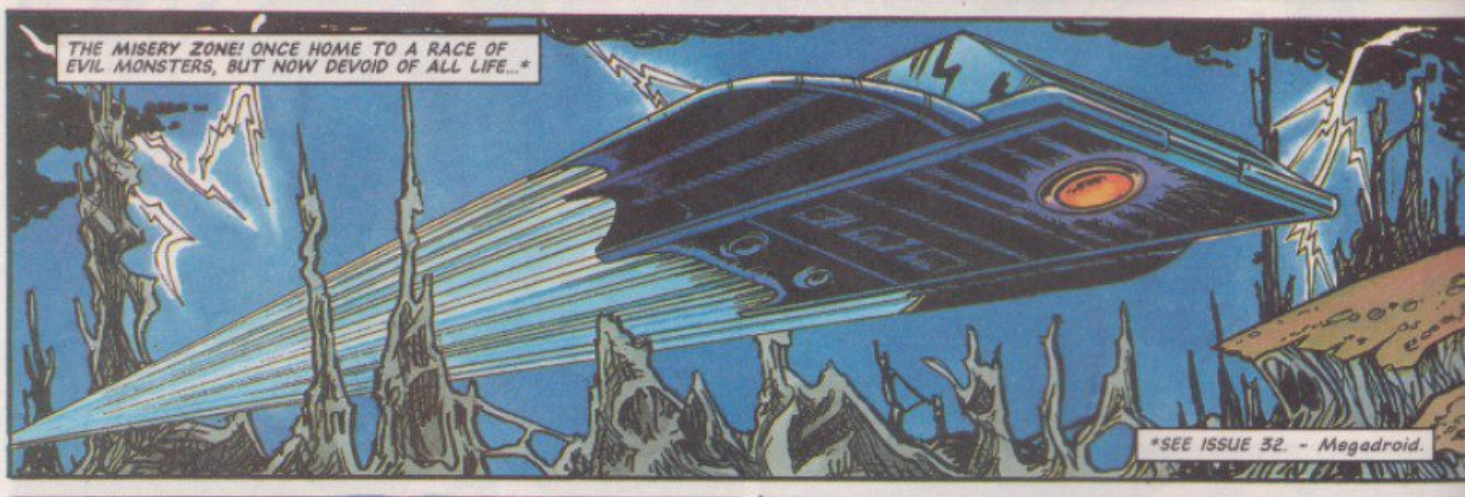
WH... WHAT HAPPENED?
ER... YOU, UM... FAINTED! THE STRAIN OF THE JOB MUST BE GETTING TO YOU!*
*ACTUALLY, BRUTUS ZAPPED HIM IN THE LAST ISSUE! - Megadroid

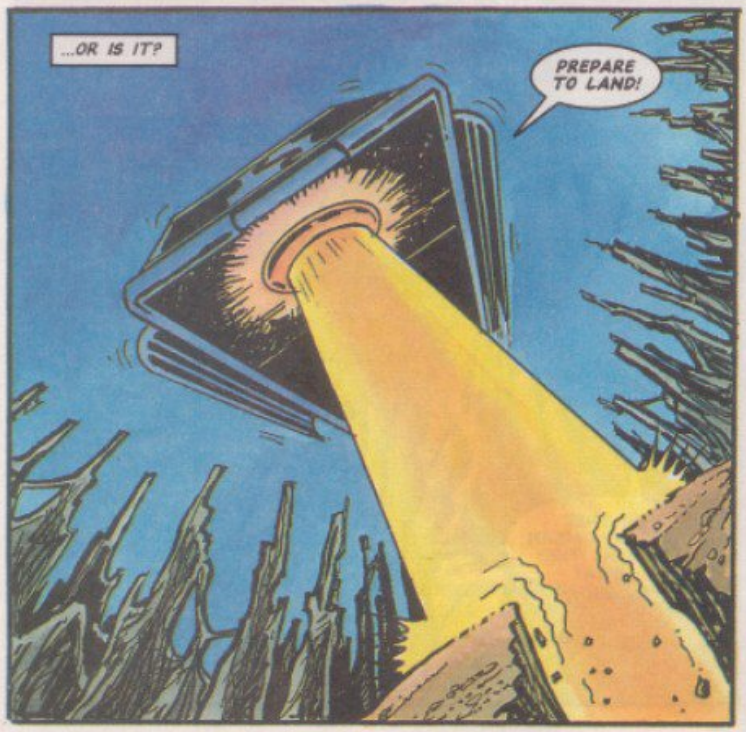
YOU JUST SIT AND REST, GRIMER! I HAVE BUSINESS TO ATTEND TO!

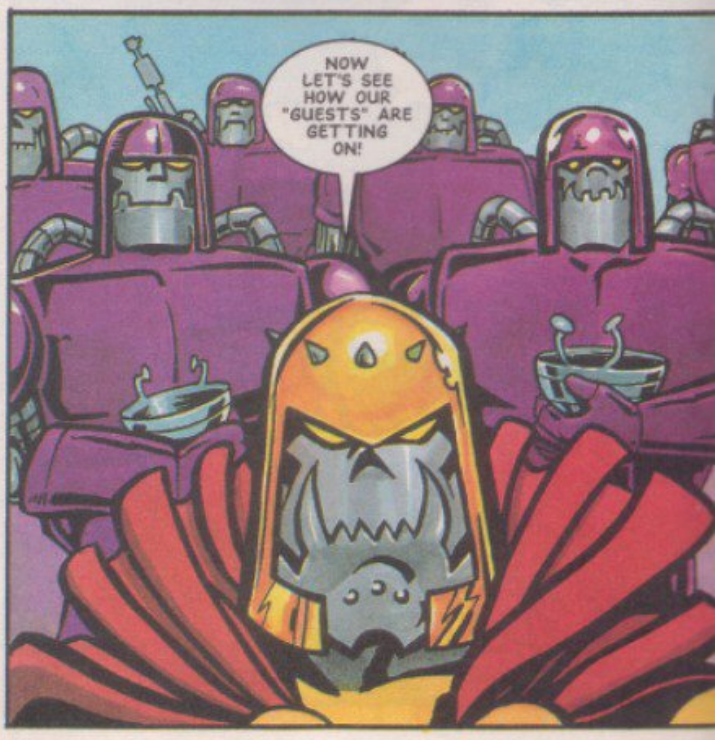
GOOD LUCK! HOPE THOSE MIND SCANNERS WORK!
OH THEY DO... ER, I MEAN I'M SURE THEY WILL!


SHORTLY...
FWOOSHH!

INSIDE THE TROOP SHIP...
SET COURSE FOR THE SECRET LOCATION I GAVE YOU THE CO-ORDINATES FOR, TROOPERS!
AYE AYE, SIR!


THE MISERY ZONE! ONCE HOME TO A RACE OF EVIL MONSTERS, BUT NOW DEVOID OF ALL LIFE...*
*SEE ISSUE 32. - Megadroid.


...OR IS IT?
PREPARE TO LAND!


NOW LET'S SEE HOW OUR "GUESTS" ARE GETTING ON!

GOOD MORNING, PRISONERS!
WH-WHY ARE YOU KEEPING US HERE? DOES DOCTOR ROBOTNIK KNOW AB--
SILENCE!
I DID NOT CAPTURE YOU FOR ROBOTNIK, I CAPTURED YOU FOR MY OWN PLANS!*
*LAST ISSUE. - Megadroid.
WOW! DOES THAT MEAN WE'RE NOT GOING TO BE TURNED INTO BADNIKS?
HOORAY FOR COMMANDER BRUTUS!
NO, IT MEANS YOU'RE GOING TO BE MY BADNIKS!
OH WELL. IT WAS A NICE THOUGHT WHILE IT LASTED.
I WAS WARNED THERE'D BE DAYS LIKE THIS!

MEANWHILE, BACK AT GRIMER'S LAB...
HAVE YOU SEEN COMMANDER BRUTUS, GRIMER? I CAN'T LOCATE HIM ANYWHERE!
HE SAID HE'D BUSINESS TO ATTEND TO WITH THE PORTABLE MIND SCANNERS, DOCTOR!

WHAT? WHY WOULD BRUTUS WANT A PORTABLE MIND SCANNER?
ULP! YOU MEAN YOU DIDN'T KNOW ABOUT IT? OH DEAR...

BACK AT THE MISERY ZONE...
COMMANDER! SPIES HAVE INFORMED US THAT ONE OF SONIC'S ALLIES IS IN THE COTTON FACTORY ZONE!
EGGS-ELLENT!

CAPTURE HIM AND USE THE MIND SCANNER TO FIND OUT SONIC'S SECRETS!
ARE THE BADNIKS READY YET?

YES, I PRESENT YOUR SECRET ARMY, SIR!
LET'S GO HUNTING! HAHAHAHA!

THE COTTON FACTORY ZONE, WHERE JOHNNY LIGHTFOOT IS INVESTIGATING REPORTS OF SLAVE LABOUR...
IT'S TRUE, JOHNNY! ROBOTNIK USES OUR WOOL TO MAKE HIMSELF EGG COSYS AND SOCKS AND PAYS US NOTHING!
YOU MEAN ROBOTNIK ACTUALLY HAS MORE THAN ONE PAIR OF SOCKS? YOU'D NEVER GUESS WHEN YOU'RE UPWIND OF HIM!
CAN YOU GET SONIC TO HELP US?
MAYBE I CAN SORT THIS OUT. AFTER ALL, SONIC, AMY, AND TAILS ALL GO OFF ON THEIR OWN ADVENTURES, BUT I NEVER GET A CHANCE TO...
...STAND ALONE!
ooer!
SURRENDER, LIGHTFOOT! YOU ARE OUTNUMBERED!
MMM! SO I SEE!
NEXT ISSUE: RUN, RABBIT, RUN!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Graham Stoddard, Alton, Hants.

FRIEND OR FOE?

Dear Megadroid,

I have a book called 'Sonic the Hedgehog' which says that Doctor Robotnik was a scientist who helped Sonic until an explosion turned him evil. It even says that Robotnik provided him with his red trainers. Can this be true?

John Foley, Wicklow Town, Rep. of Ireland.
MD Owner.

*The full facts of **Robotnik's origin** are revealed in this very issue in **Return of Chaotix**. How's that for service!*

Craig Finch, Blackbird Leys, Oxford.
GG owner.

KNUCKLE UNDER?

Dear Megadroid,

I've had an argument with some pals at school. The reaso is that they say Knuckles is a girl, but I know he's a boy! Could you please prove this?

Thomas Bullen, Letchworth, Herts MD owner.

I thought Knuckles wa an echidna, Thomas!

CLEAN SOLE!

Dear Megadroid,

You may think this is a silly question, but why are Sonic's sneakers always so clean?

David Sigley, Crewe, Cheshire. MD & GG Owner.

Good breeding!

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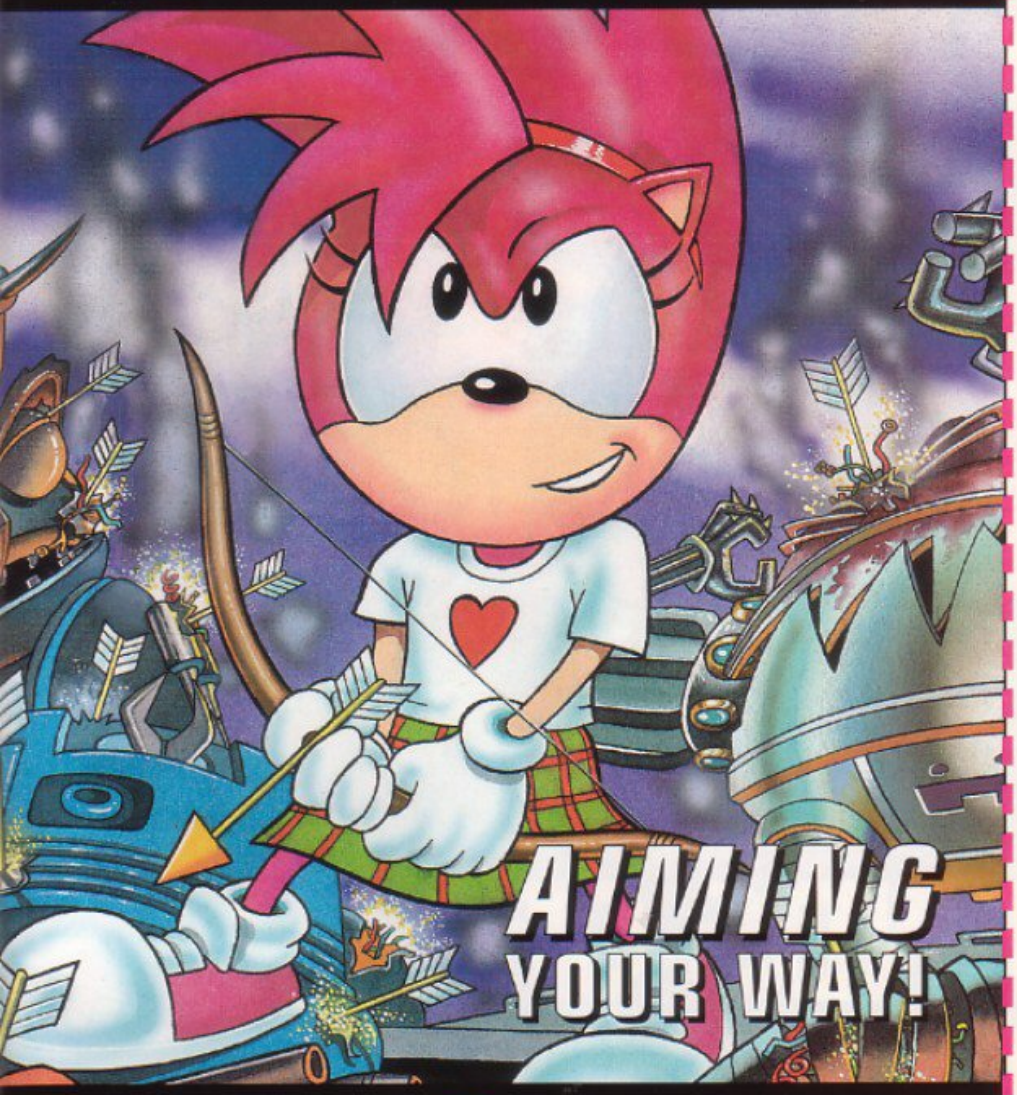
NEXT ISSUE

FREE VALENTINE'S CARD!



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DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 70

%

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.